

FIG.1

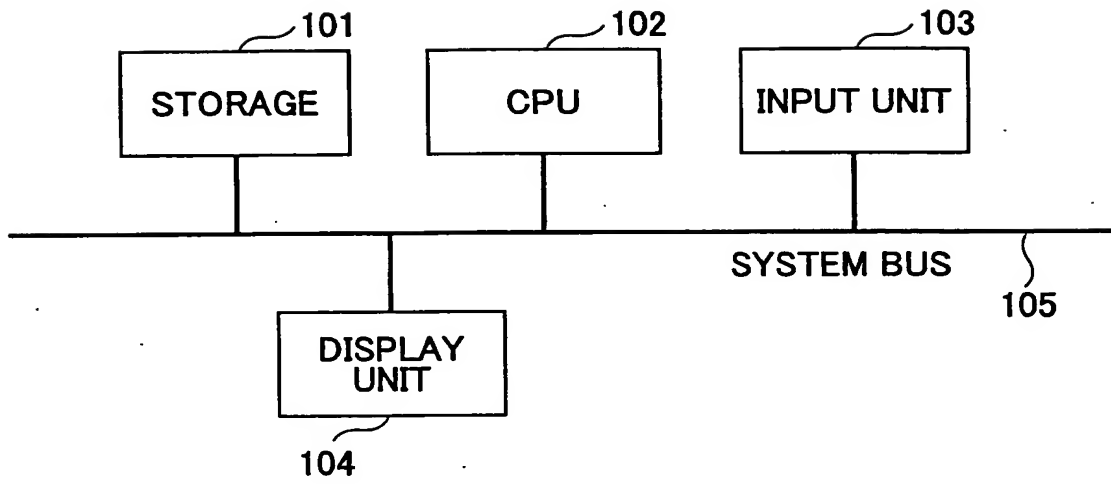


FIG.2

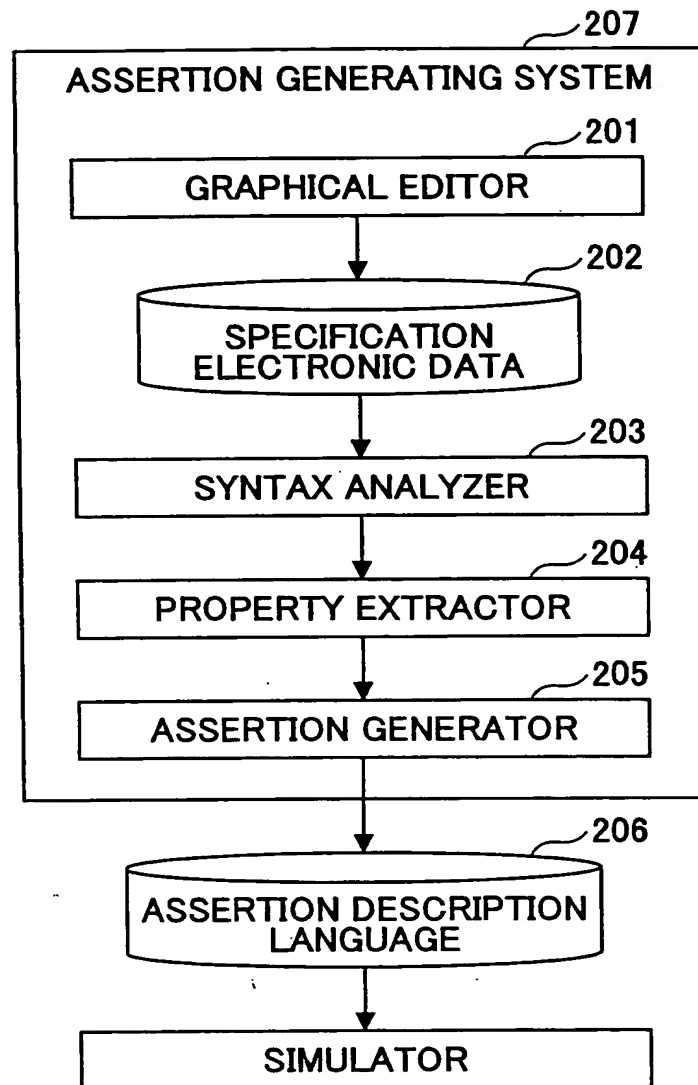


FIG.3

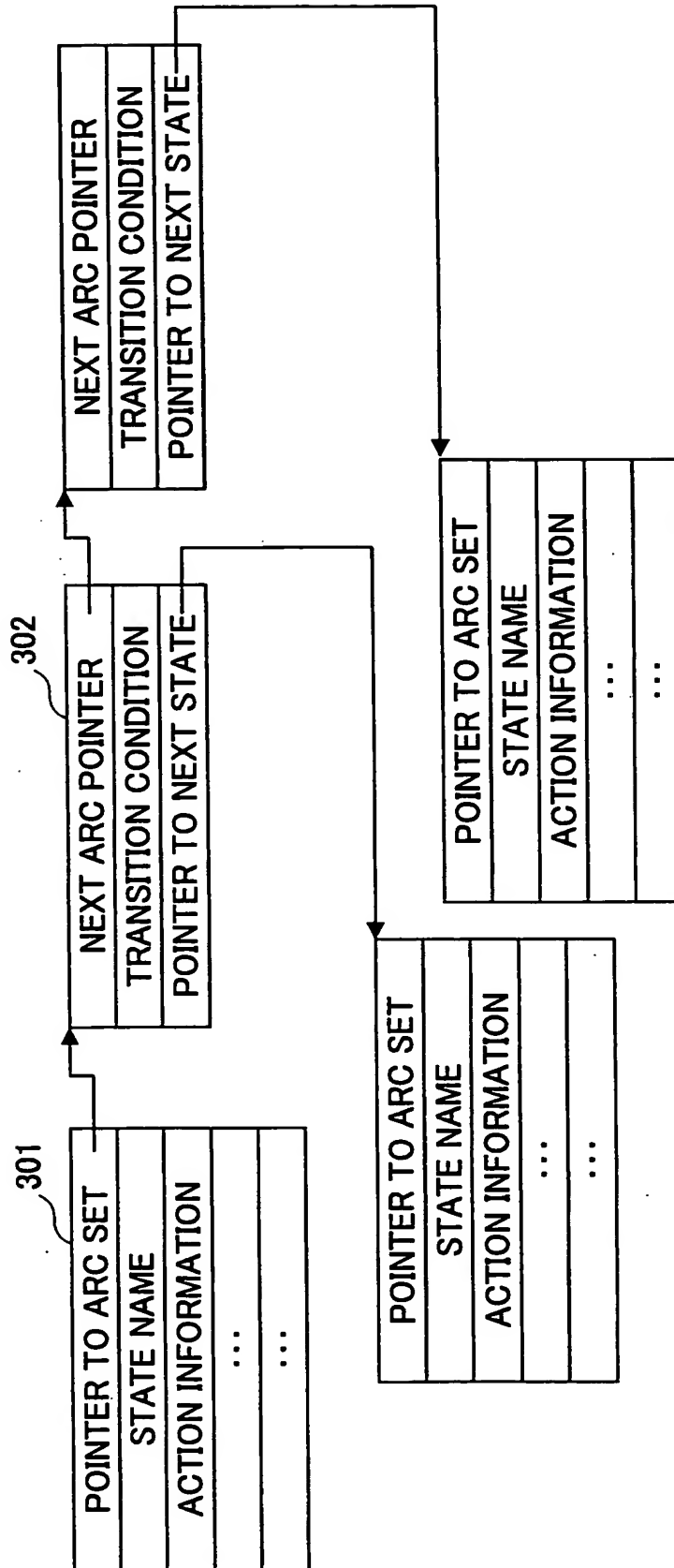


FIG.4

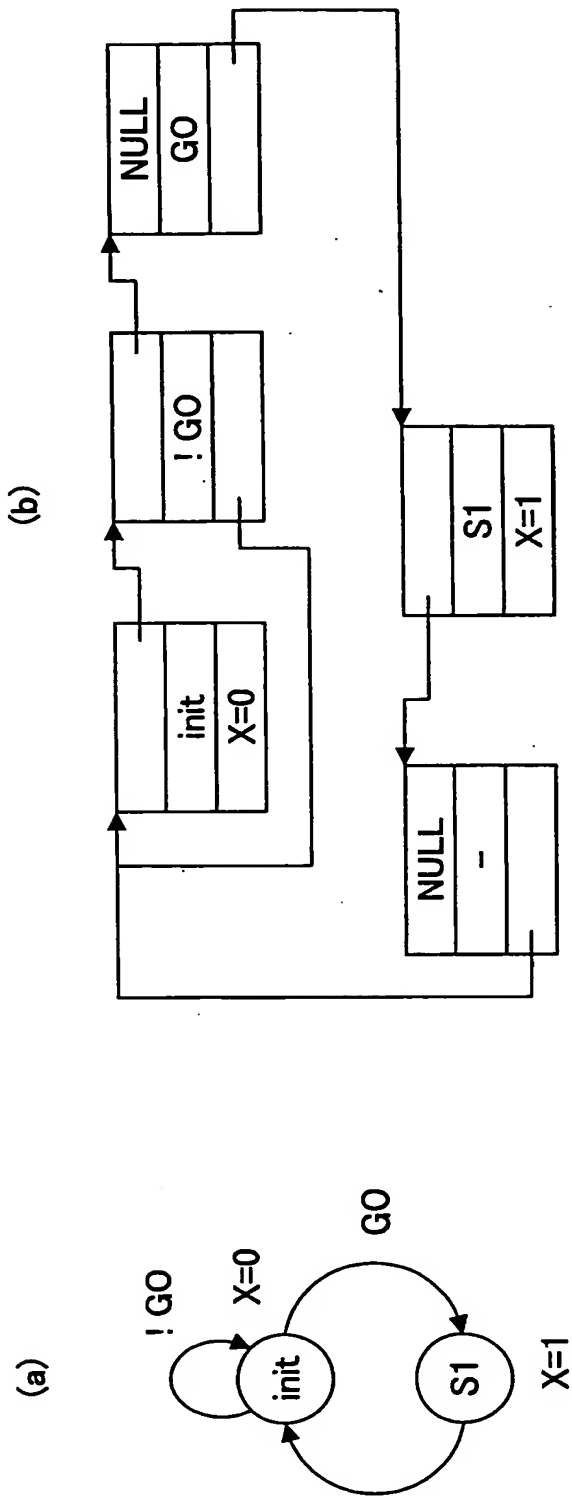


FIG.5

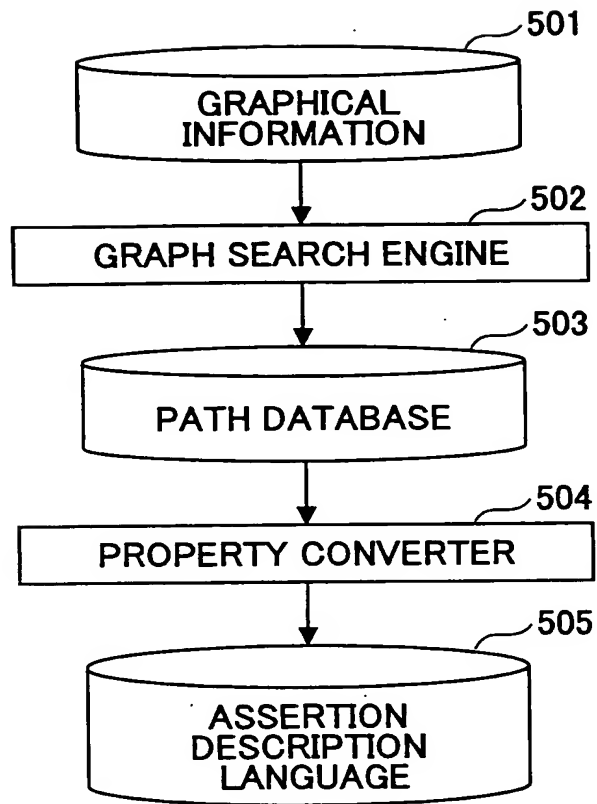


FIG.6

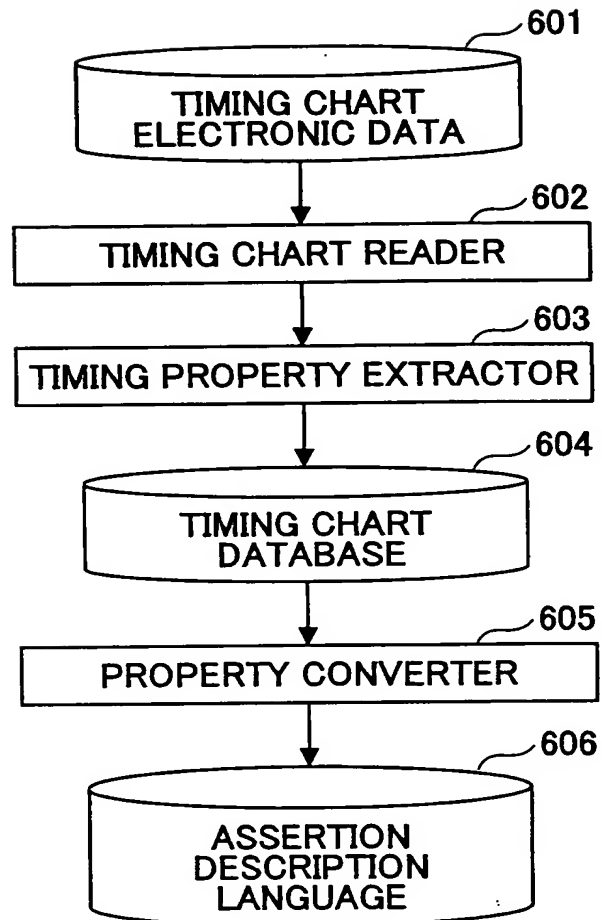


FIG.7

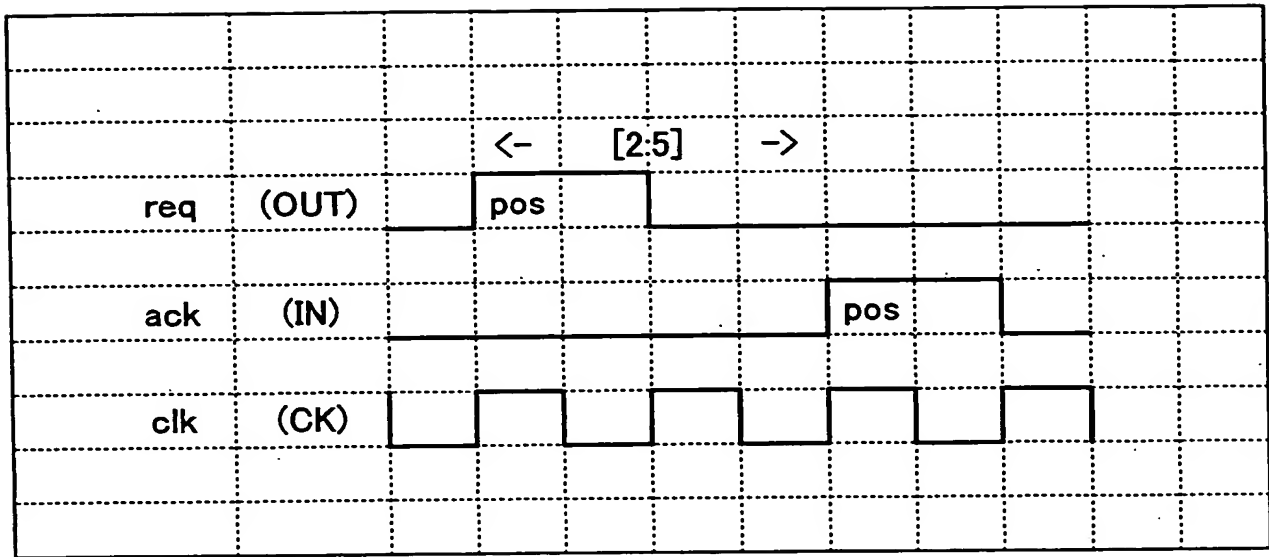


FIG.8

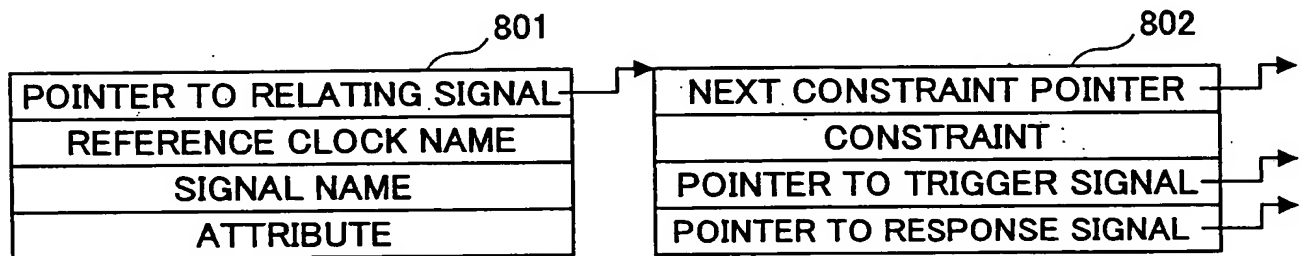


FIG.9

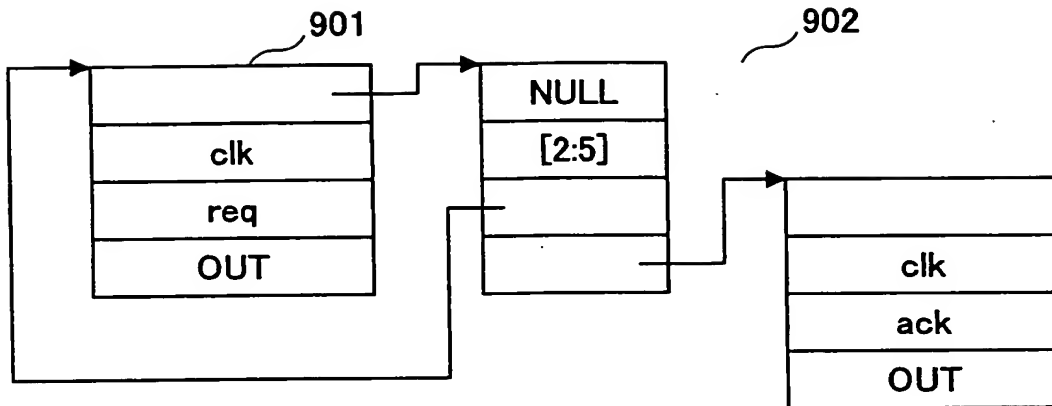


FIG.10

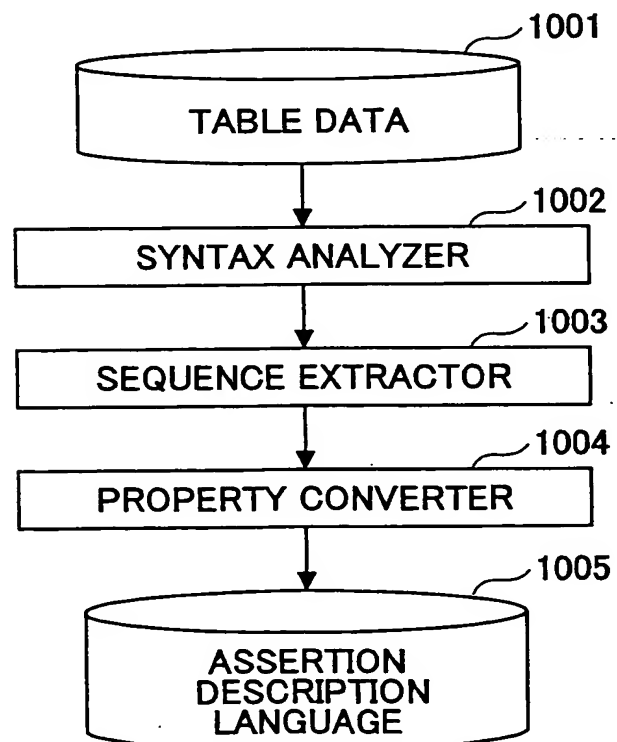


FIG.11

<u>NAME</u>	<u>FADD</u>			
<u>CLOCK</u>	<u>posedge clk</u>			
<u>CONDITION</u>	<u>CONDITION</u>	<u>CONDITION</u>	<u>EXPECT</u>	<u>EXPECT</u>
<u>A</u>	<u>B</u>	<u>CI</u>	<u>S</u>	<u>CO</u>
<u>0</u>	<u>0</u>	<u>0</u>	<u>0</u>	<u>0</u>
<u>0</u>	<u>0</u>	<u>1</u>	<u>1</u>	<u>0</u>
<u>0</u>	<u>1</u>	<u>0</u>	<u>1</u>	<u>0</u>
<u>0</u>	<u>1</u>	<u>1</u>	<u>0</u>	<u>1</u>
<u>1</u>	<u>0</u>	<u>0</u>	<u>1</u>	<u>0</u>
<u>1</u>	<u>0</u>	<u>1</u>	<u>0</u>	<u>1</u>
<u>1</u>	<u>1</u>	<u>0</u>	<u>0</u>	<u>1</u>
<u>1</u>	<u>1</u>	<u>1</u>	<u>1</u>	<u>1</u>

FIG.12

```

typedef struct piece {
    struct piece    *left, *right, *top, *bottom
    char*          str;
} Piece ;

```

FIG.13

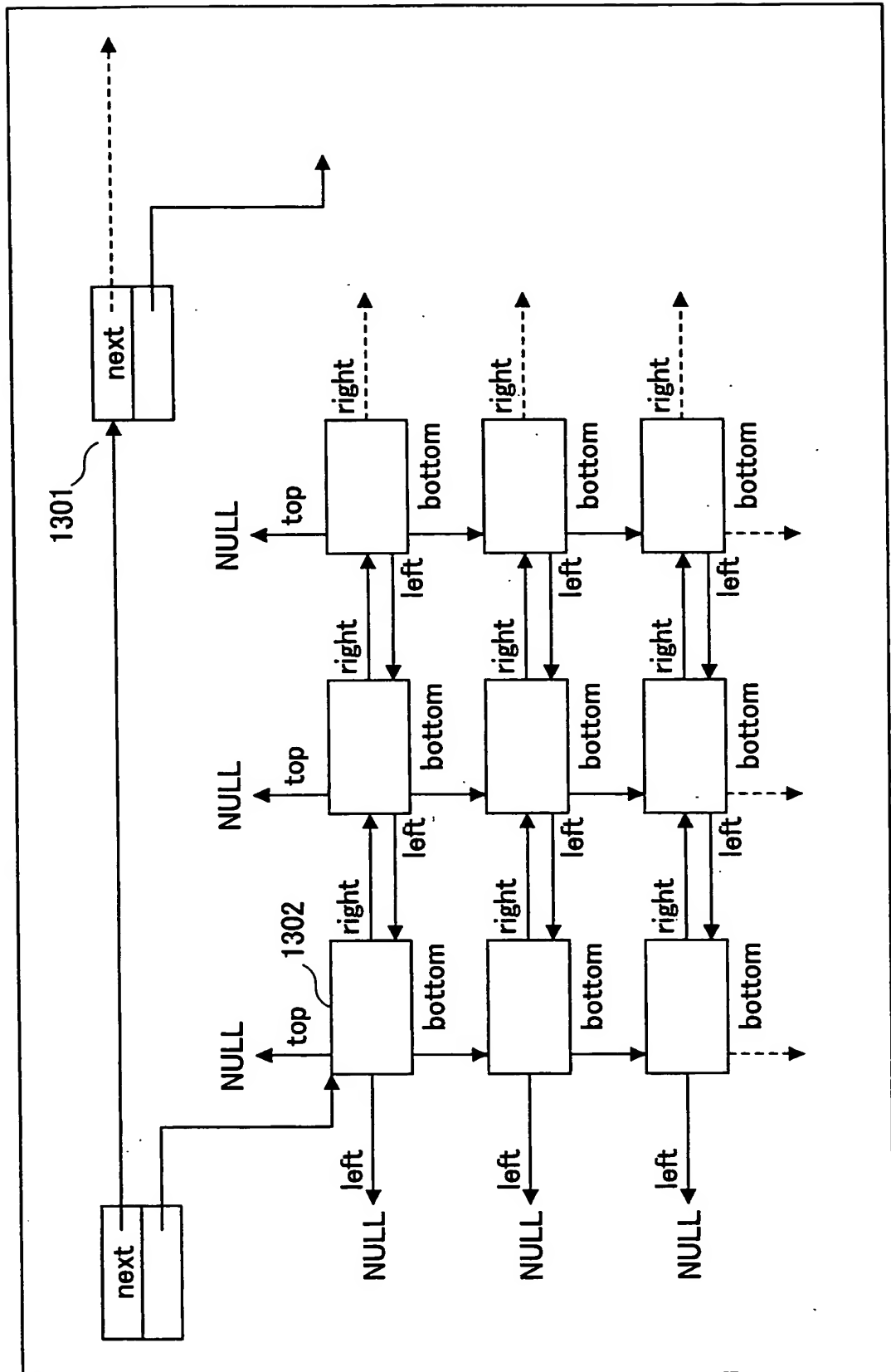


FIG.14

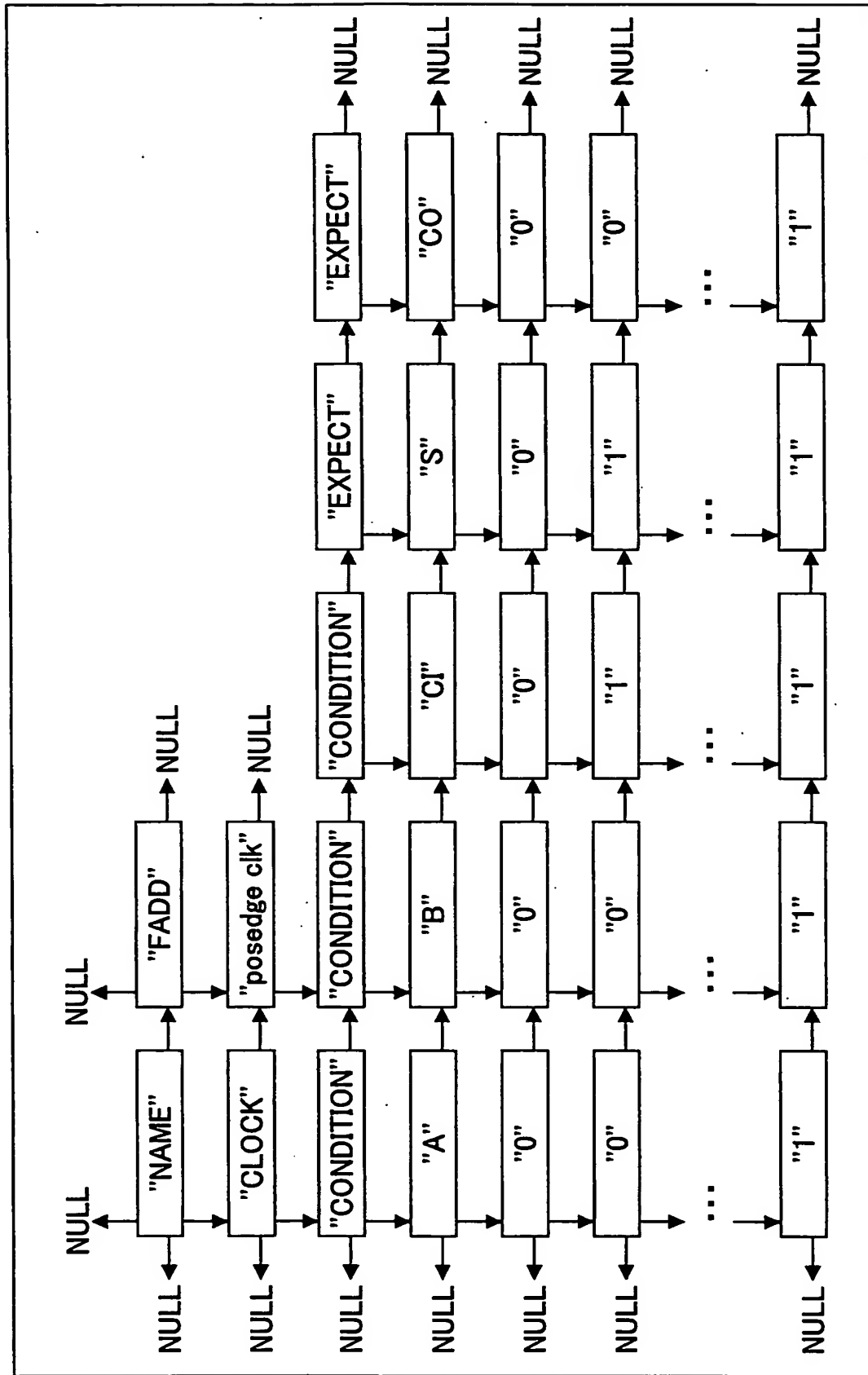


FIG.15

<u>NAME</u>	<u>reqack</u>
<u>CLOCK</u>	<u>posedge clk</u>
<u>CONDITION</u>	<u>EXPECT</u>
<u>req</u>	<u>ack</u>
<u>rose</u>	<u>0[*2:5];1:0</u>